

CLAIMS

What is claimed is:

- 1 1. A computer-implemented method for generating a rule, the method comprising the
2 steps of:
3 generating rule element data that defines a set of choices that a user may choose for a
4 rule element;
5 receiving user choice data that specifies one or more choices made by the user for the
6 rule element; and
7 generating the rule based upon the user choice data.
- 1 2. The method of claim 1, wherein the steps further include presenting said set of
2 choices to said user.
- 1 3. The method of claim 1, wherein:
2 the method further comprises generating a user interface based on said rule element
3 data; and
4 wherein the step of receiving user choice data includes receiving user choice data
5 from a user interacting with the user interface.
- 1 4. The method of claim 1, wherein:
2 the method further comprises receiving user input specifying a set of values defining
3 said set of choices; and

4 wherein the step of generating said rule element data includes generating rule element
5 data that defines said set of values as said set of choices.

1 5. The method of claim 1, wherein said rule element is a value.

1 6. The method of claim 1, wherein said rule element data specifies a source of data that
2 defines the set of choices

1 7. The method of claim 1, wherein said source of data is a database system.

1 8. The method of claim 1, wherein said rule element is a condition.

1 9. The method of claim 1, further comprising processing the rule.

1 10. The method of claim 1, further comprising updating a rule repository to reflect said
2 rule.

1 11. The method of claim 1, wherein said rule element data further defines how the user
2 may select said set of choices.

1 12. The method of claim 1, wherein the step of generating the rule based upon the user
2 choice data includes generating the rule based upon the user choice data and other
3 rule data.

1 13. The method of claim 12, wherein:

2 the other rule data defines another version of the rule; and

3 said user choice data specifies modification to said version

1 14. The method of claim 12, wherein the other rule data specifies an attribute of the rule

2 not defined by the rule element data.

1 15. The method of claim 1, wherein the set of choices is a set of data types.

1 16. The method of claim 1, wherein the set of choices is a set of data values.

1 17. The method of claim 1, wherein the set of choices is a set of operators.

1 18. The method of claim 1, wherein the set of choices is a set of constraints.

1 19. The method of claim 1, wherein the set of choices is a set of business logic.

1 20. The method of claim 1, wherein the rule is a business rule.

1 21. A computer-implemented method for generating a rule, the method comprising the

2 steps of:

3 generating rule element data that defines a set of values that a user may choose for a

4 rule element;

5 receiving user choice data that specifies one or more values chosen by the user for the
6 rule element; and
7 generating the rule based upon the user choice data.

1 22. A computer-implemented method for generating a rule that may be executed by a
2 rules engine, the method comprising the steps of:
3 generating a template that defines:
4 a rule structure with one or more rule elements and an editable rule element;
5 a editable rule element type, and
6 a set of choices that a user may choose for the editable rule element;
7 receiving user choice data that specifies one or more choices chosen by the user for
8 the rule element;
9 generating the rule based upon the user choice data; and
10 updating a rules repository to reflect the rule.

1 23. The method of claim 22, further comprising:
2 generating a user interface based on said template; and
3 presenting said set of choices to said user using said user interface.

1 24. A computer-readable medium carrying one or more sequences of instructions for
2 generating a rule, wherein execution of the one or more sequences of instructions by
3 one or more processors causes the one or more processors to perform the steps of:
4 generating rule element data that defines a set of choices that a user may choose for a
5 rule element;

6 receiving user choice data that specifies one or more choices made by the user for the
 7 rule element; and
 8 generating the rule based upon the user choice data.

1 25. The computer-readable medium of claim 24, wherein the steps further include
 2 presenting said set of choices to said user.

1 26. The computer-readable medium of claim 24, wherein:
 2 the computer-readable medium further comprises generating a user interface based on
 3 said rule element data; and
 4 wherein the step of receiving user choice data includes receiving user choice data
 5 from a user interacting with the user interface.

1 27. The computer-readable medium of claim 24, wherein:
 2 the computer-readable medium further comprises one or more instructions for
 3 receiving user input specifying a set of values defining said set of choices; and
 4 wherein the step of generating said rule element data includes generating rule element
 5 data that defines said set of values as said set of choices.

1 28. The computer-readable medium of claim 24, wherein said rule element is a value.

1 29. The computer-readable medium of claim 24, wherein said rule element data specifies
 2 a source of data that defines the set of choices.

1 38. The computer-readable medium of claim 24, wherein the set of choices is a set of data
2 types.

1 39. The computer-readable medium of claim 24, wherein the set of choices is a set of data
2 values.

1 40. The computer-readable medium of claim 24, wherein the set of choices is a set of
2 operators.

1 41. The computer-readable medium of claim 24, wherein the set of choices is a set of
2 constraints.

1 42. The computer-readable medium of claim 24, wherein the set of choices is a set of
2 business logic.

1 43. The computer-readable medium of claim 24, wherein the rule is a business rule.

44. A computer-readable medium carrying one or more sequences of instructions for generating a rule, wherein execution of the one or more sequences of instructions by one or more processors causes the one or more processors to perform the steps of: generating rule element data that defines a set of values that a user may choose for a rule element; receiving user choice data that specifies one or more values chosen by the user for the rule element; and

8 generating the rule based upon the user choice data.

1 45. A computer-readable medium carrying one or more sequences of instructions for
2 generating a rule, wherein execution of the one or more sequences of instructions by
3 one or more processors causes the one or more processors to perform the steps of:
4 generating a template that defines:
5 a rule structure with one or more rule elements and an editable rule element;
6 a editable rule element type, and
7 a set of choices that a user may choose for the editable rule element;
8 receiving user choice data that specifies one or more choices chosen by the user for
9 the rule element;
10 generating the rule based upon the user choice data; and
11 updating a rules repository to reflect the rule.

1 46. The computer-readable medium of claim 45, further comprising one or more
2 instructions for:
3 generating a user interface based on said template; and
4 presenting said set of choices to said user using said user interface.